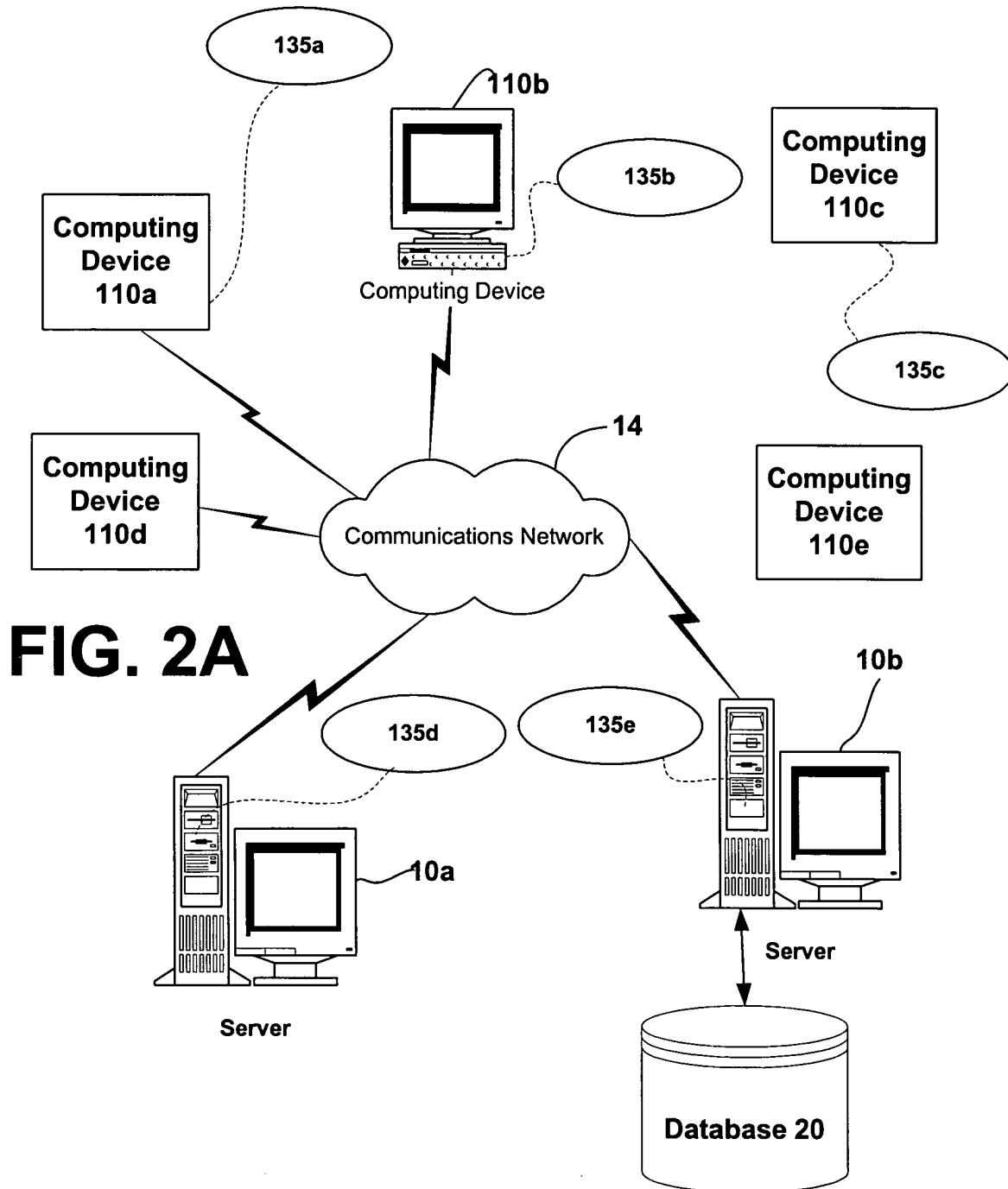
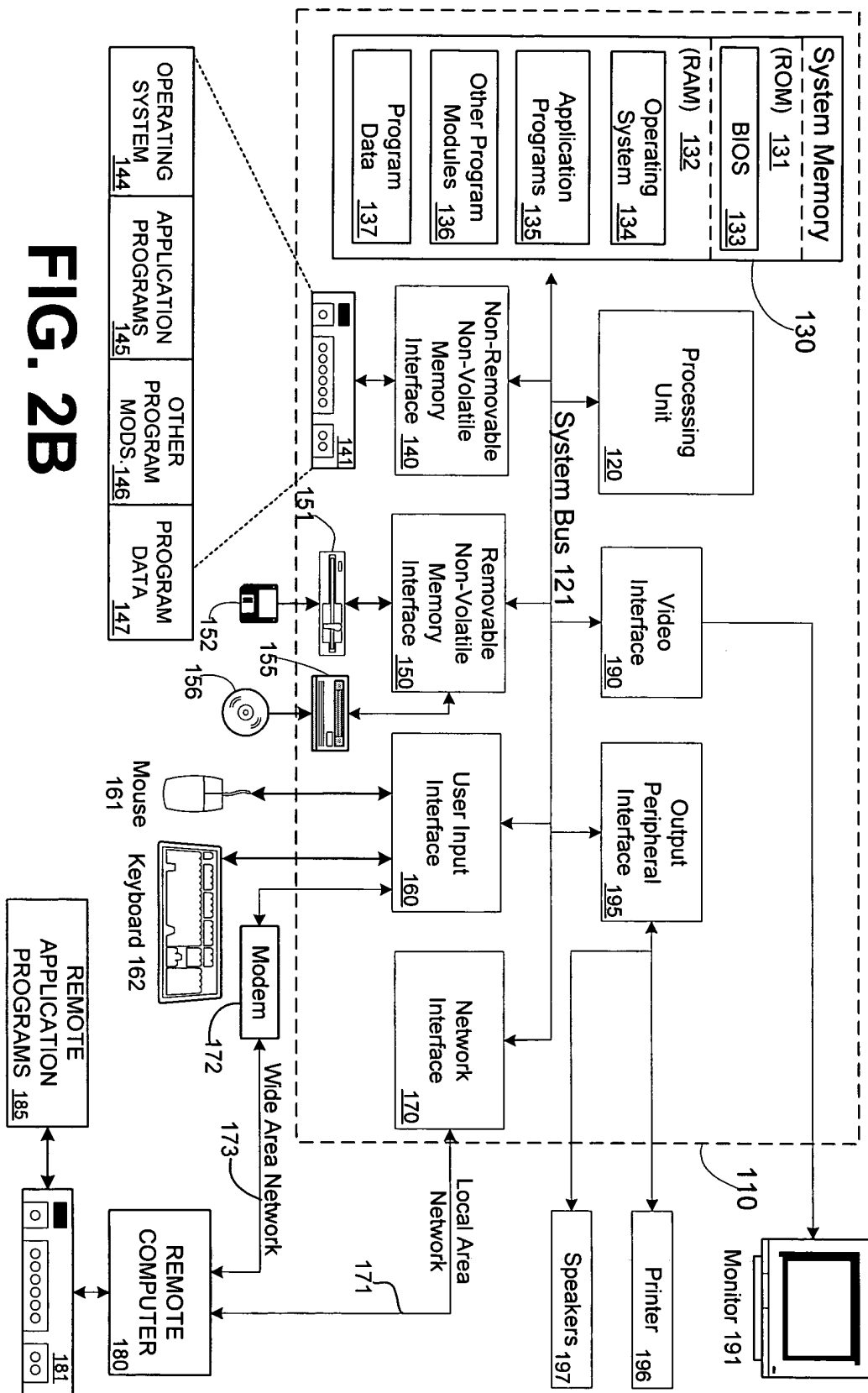


**FIG. 1**

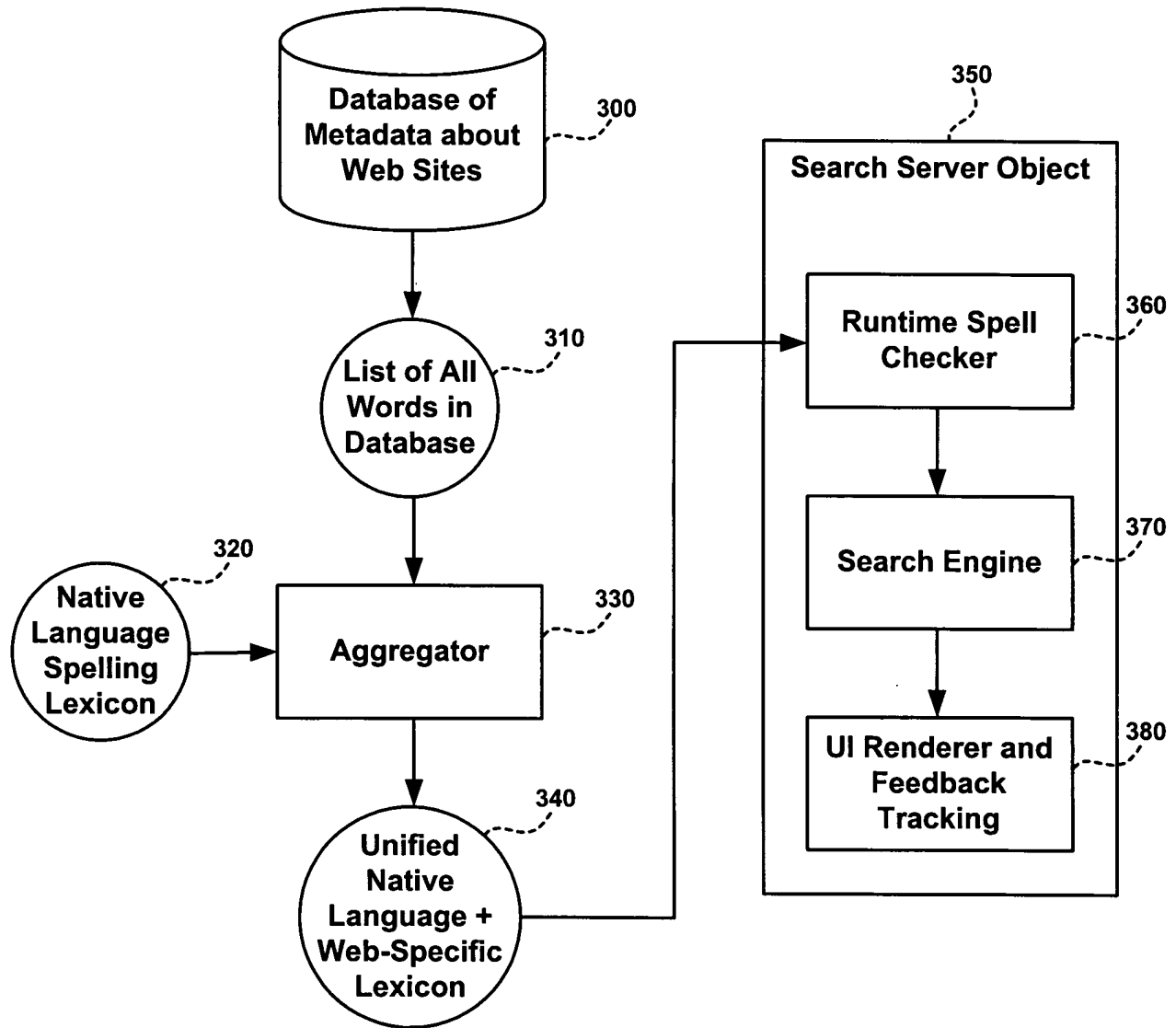


# Computing Environment 100

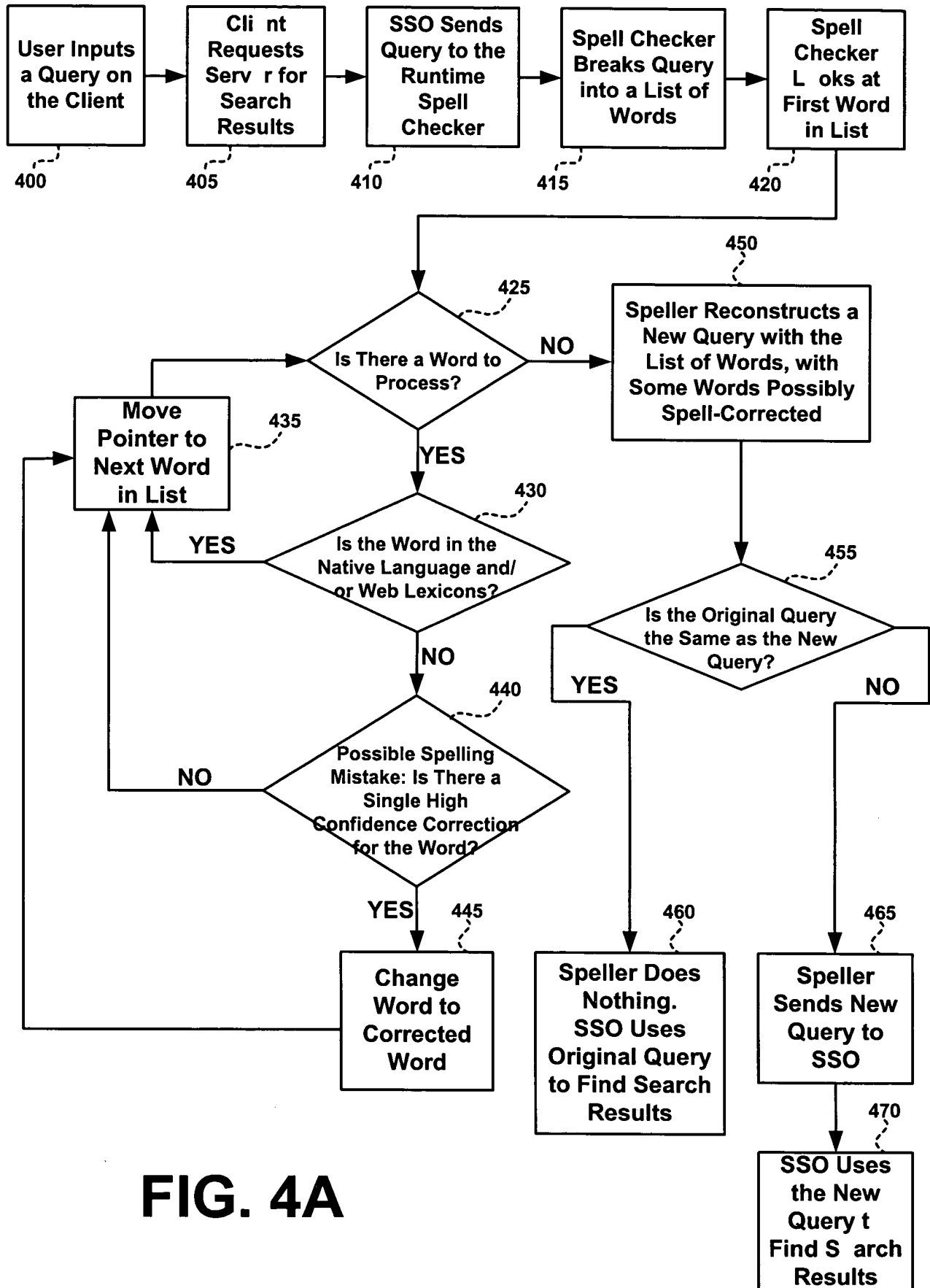


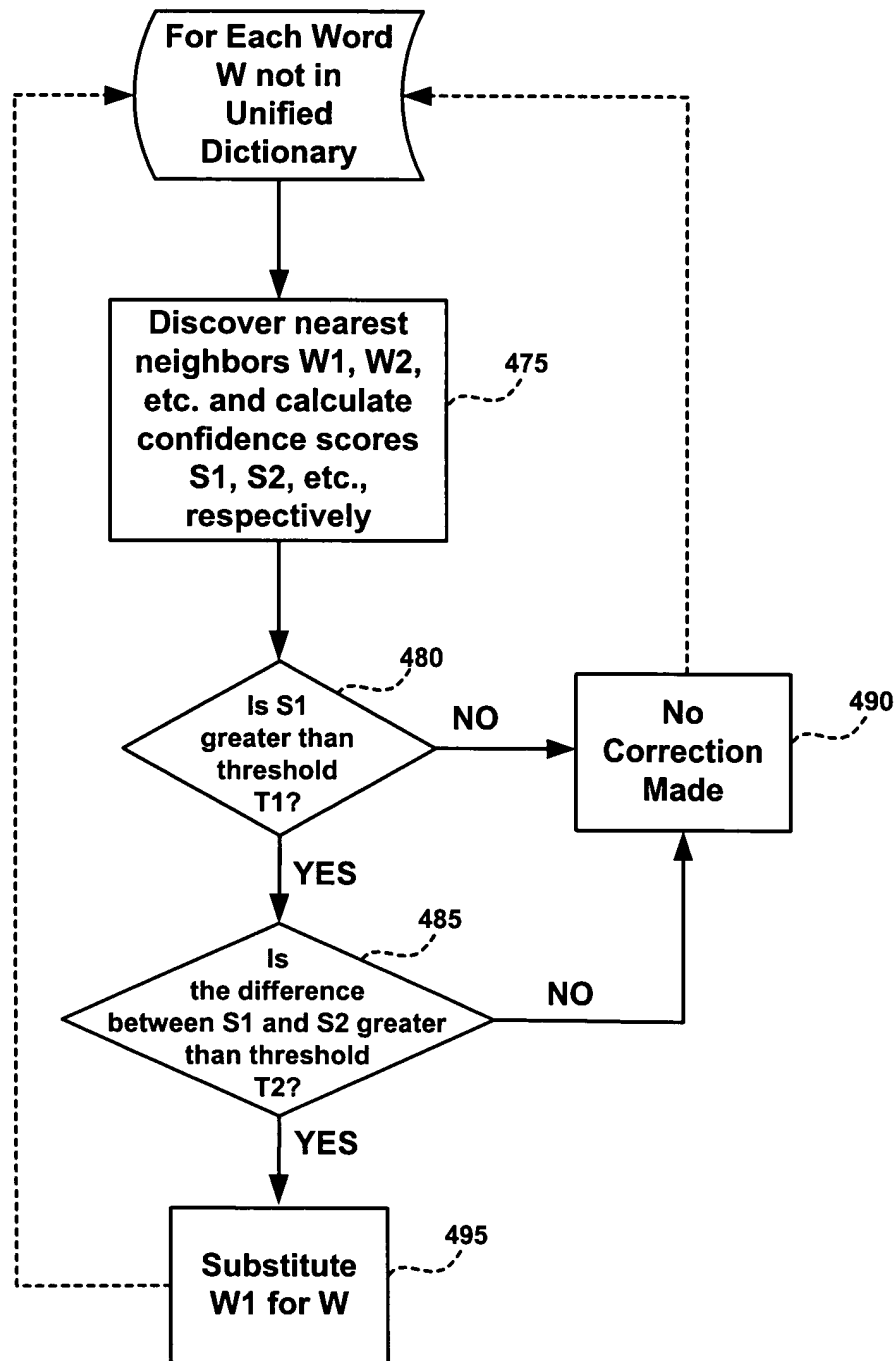
**FIG. 2B**

FIG. 2B is a block diagram of a computing environment 100. The computing environment 100 includes a processing unit 120, system memory 130, and a system bus 121. The system memory 130 includes (ROM) 131, BIOS 133, (RAM) 132, operating system 134, application programs 135, other program modules 136, and program data 137. The processing unit 120 is connected to the system bus 121. The system bus 121 is connected to a non-removable non-volatile memory interface 140, a removable non-volatile memory interface 150, a user input interface 160, an output peripheral interface 195, a video interface 190, and a network interface 170. The non-removable non-volatile memory interface 140 is connected to a memory module 141. The removable non-volatile memory interface 150 is connected to a memory module 151. The user input interface 160 is connected to a mouse 161. The output peripheral interface 195 is connected to a printer 196 and speakers 197. The video interface 190 is connected to a monitor 191. The network interface 170 is connected to a local area network 171. A modem 172 is connected to the network interface 170 and a wide area network 173. A remote computer 180 is connected to the wide area network 173. Remote application programs 185 are connected to the remote computer 180. Operating system 144, application programs 145, other program modules 146, and program data 147 are also connected to the system bus 121.

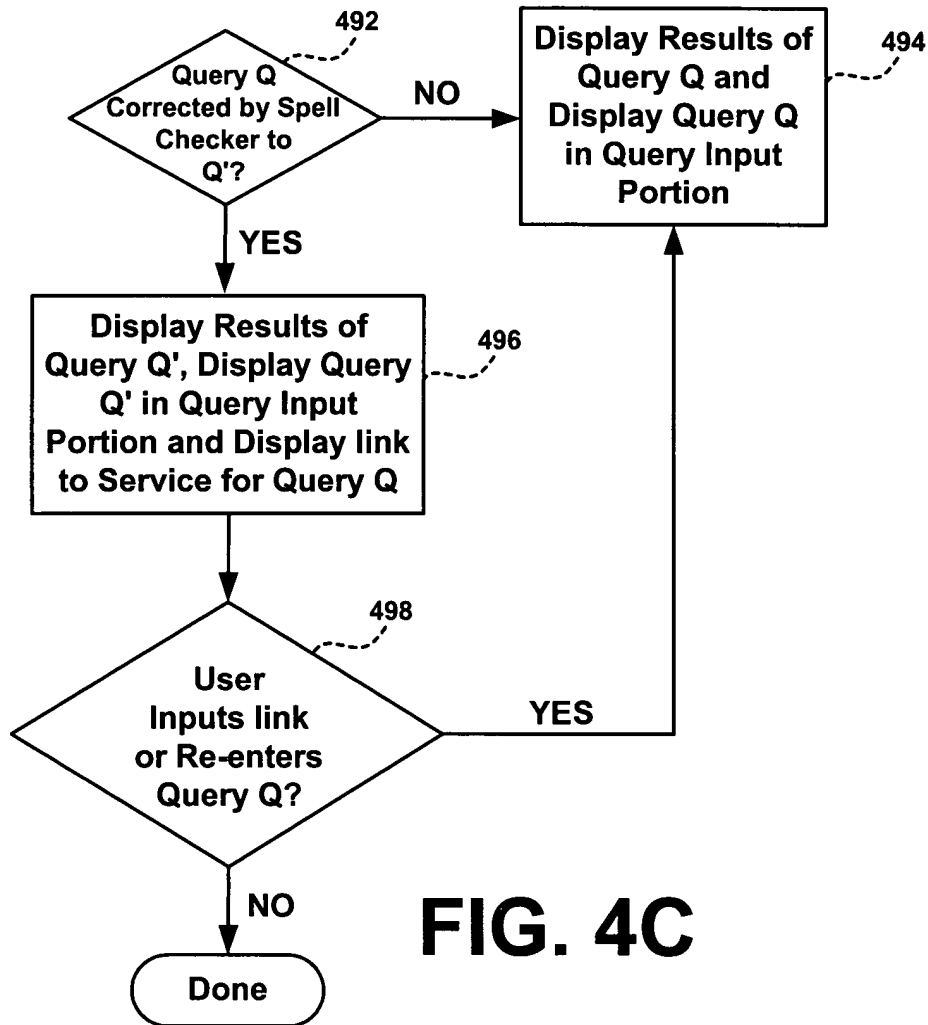


**FIG. 3**





**FIG. 4B**



**FIG. 4C**

500

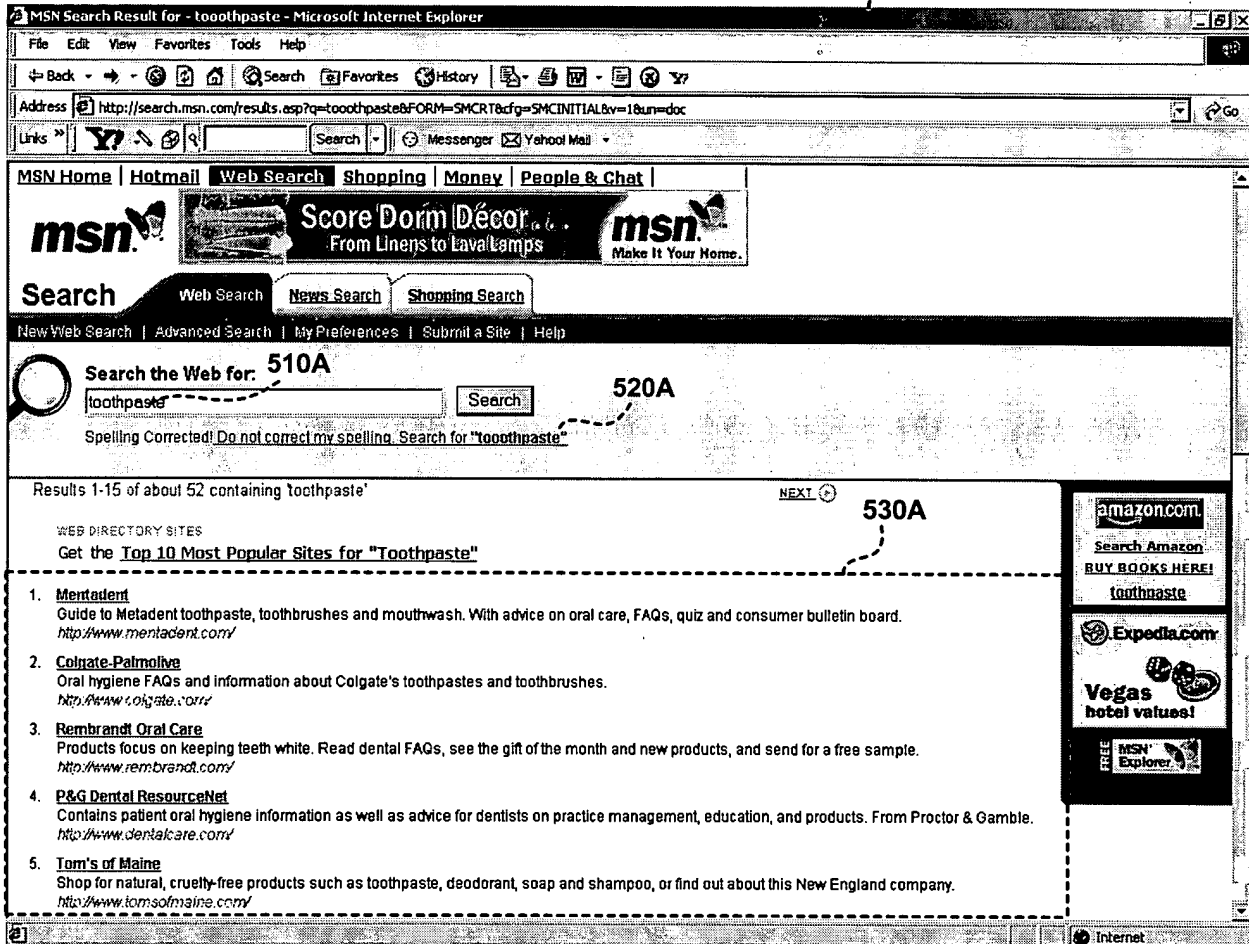


FIG. 5A

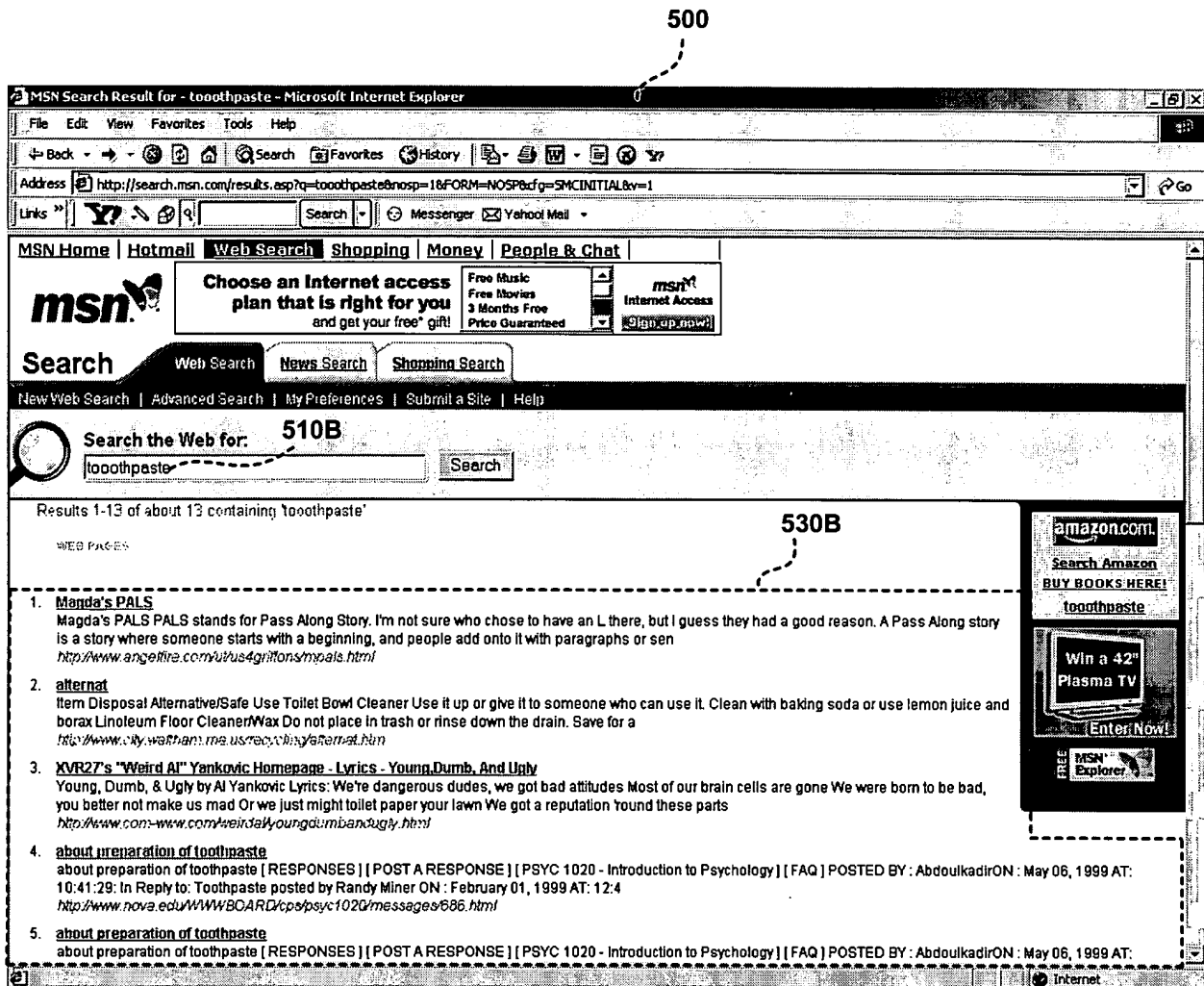


FIG. 5B

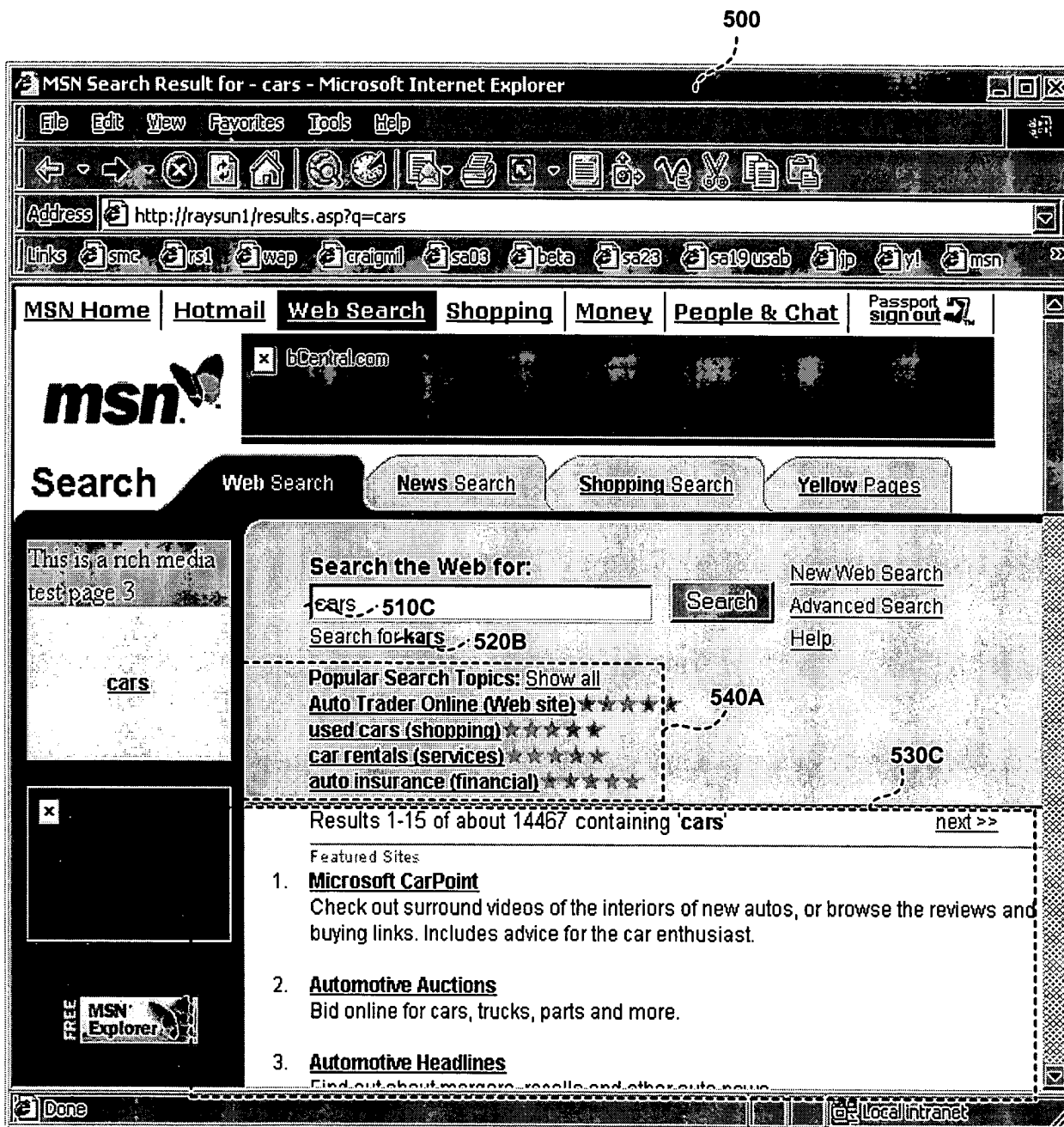


FIG. 5C

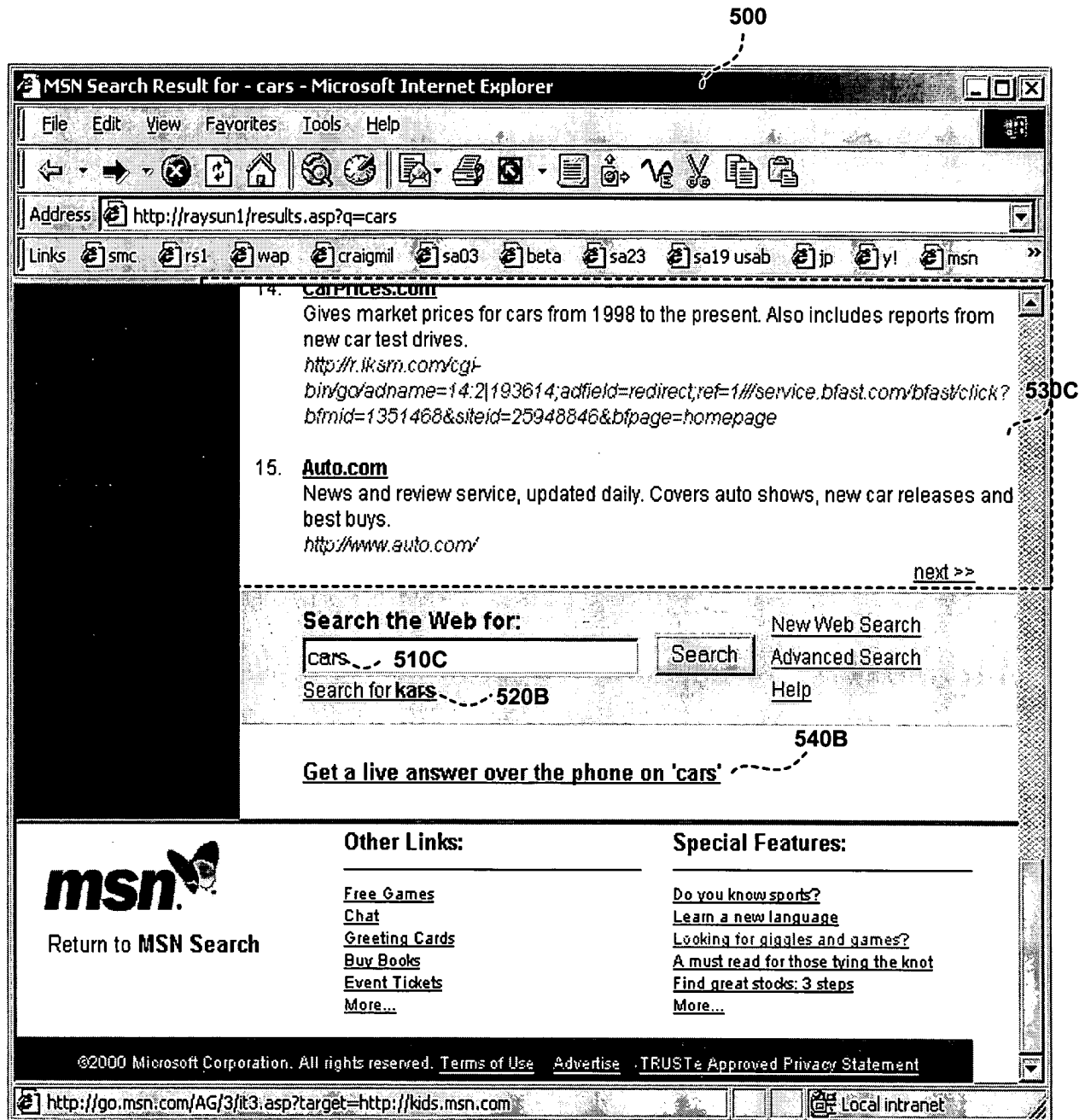


FIG. 5D